

Nintendo

ENTERTAINMENT SYSTEM



THE INCREDIBLE CRASH DUMMIES



Licensed by Nintendo
for use with the

Nintendo
ENTERTAINMENT
SYSTEM



CRASHIN' BASHIN' SMASHIN'! IT'S THE INCREDIBLE CRASH DUMMIES!

You'll go to pieces laughing in
the Crash Dummies' first
incredible NES adventure!
Crash cars and knock heads
in the crash test center...
It's a Crack-Up!

Don't be a dummy,
Buckle Up!



The Incredible Crash Dummies™ 1992 Tyco Industries, Inc. Licensed through Leisure Concepts, Inc. Nintendo®, Nintendo Entertainment System® and the official seals are registered trademarks of Nintendo of America Inc. LJN® is a registered trademark of LJN, Ltd. All rights reserved. PRINTED IN JAPAN.

EmuMovies

Nintendo

ENTERTAINMENT SYSTEM

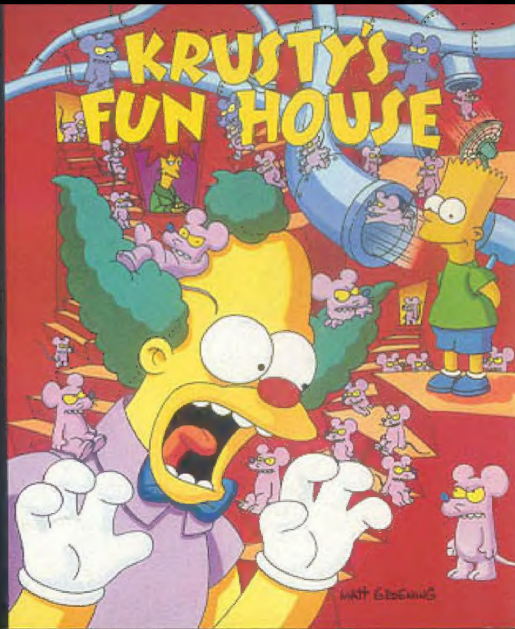
NES-KF-USA-1

Licensed by Nintendo
for play on the

Nintendo
ENTERTAINMENT
SYSTEM®

**GAME PAK
INSTRUCTIONS**

AKkaim
entertainment inc



Nintendo ENTERTAINMENT SYSTEM



This official seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.[®] All Nintendo[®] products are licensed by sale for use only with other authorized products bearing the official Nintendo seal of Quality.[™]

Nintendo, Nintendo Entertainment System and the Official Seals are trademarks of Nintendo of America Inc.

PRECAUTIONS:

1. Do not store this game in places that are very hot or cold. Never hit it, or take it apart.
2. Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzine, paint thinner, alcohol or other such solvents.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV. Do not use a front or rear projection television with your Nintendo Entertainment System, ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Acclaim Entertainment, Inc. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.



ADVISORY

Read Before Using Your NES/Super NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.



Aye carumba! Bart's super hero, Krusty the Clown, is in really bad trouble. Rats have invaded his Fun House.

Is it "sayonara, Krustyland"? No way, man! Bart and Homer stand armed with the coolest rat traps ever...ever see a rat zapped with 20,000 volts or burst like a balloon?

WARNING KIDS: Do not try this at home. We don't advocate cruelty to real animals, only their cartoon equivalents.



MATT GROENING





TM & © 1989

All Krusty has to do is get the rats to the traps by moving blocks, connecting pipes, finding secret passageways, wrecking the floors and walls, and generally having a great time.

As for the slimy snakes slithering on the floors, the pink flying pigs bouncing around the sky, and the laser-firing aliens, Krusty'll show them some real fun with a barrage of custard pies.

So, before saw-toothed rodents ruin Bart's #1 fun house, and frankly outlandish creatures nail the man who put the "K" in komedy, play this game.

Krusty the Clown needs you...yes, you, you little...





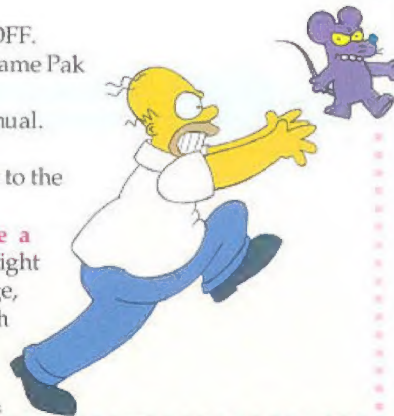
GETTING STARTED

Loading —

1. Make sure the power switch is OFF.
2. Insert the Krusty's Fun House Game Pak as described in your NINTENDO ENTERTAINMENT SYSTEM® manual.
3. Turn the power ON.

To start — push start once to get to the password and press start again.

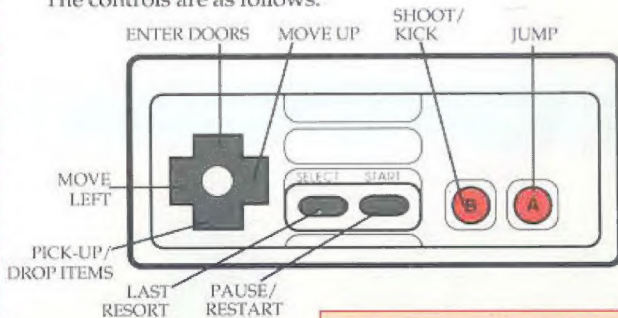
To use a password and continue a game — push start and using left/right choose the letter you wish to change, then push up/down to change each letter. Press start when the password is complete.





THE CONTROLS

The controls are as follows:



Note: Using the LAST RESORT to get out of a level when you're stuck will cause you to lose 1 life.





ON THE SCREEN

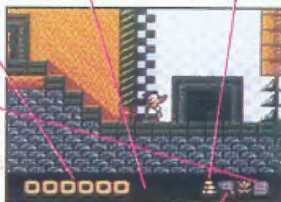
All the game play information appears at the top of the screen as follows:

ITEM INDICATOR (SHOWS
ITEM CURRENTLY HELD)

WEAPON INDICATOR
(SHOWS IF CURRENTLY USING
CUSTARD PIES OR SUPERBALLS)

SCORE

LIVES



WEAPON COUNT (# OF
CUSTARD PIES / SUPERBALLS)



MATT GROENING



THE FUN HOUSE

— IT'S BIG, MAN!

Krusty's Fun House consists of 5 sections, with up to 14 levels each. When you first enter, you are in the main hallway. Each of the doorways leads to 1 of the 5 sections. Within each section, each wooden door leads to a different level.

Note: You must complete all the levels in each section before the door to the next section will open.

You can play the levels in a section in any order you want. However, there are some levels which are either blocked off or are down secret passages totally hidden from view. These can only be accessed by kicking a Magic Bonus Block which has to be found within another level.



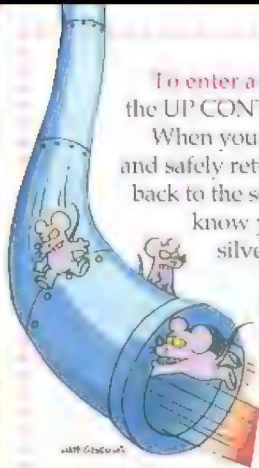
Nintendo ENTERTAINMENT SYSTEM

To enter a door or doorway — move in front of it and press the UP CONTROL PAD ARROW.

When you complete a level (by getting the rats to the trap and safely returning to the door), you will automatically come back to the section hallway from which you started. You know you have completed the level if the door has a silver padlock.

There is ONE door in the hall which is always locked with a golden padlock. To open this door you must complete all the other levels. This special level has no rats. All you have to do is find the Magic Block which opens the grate in the Hall, allowing you out into the Main Hall so you can progress to the next section.

Once you have finished all the bonus levels, return to the section doorway and press the UP CONTROL PAD ARROW. You will automatically return to the main hallway with the way to the next section now open.





RAT TRAPPING

...GO FOR IT, KRUSTY!

Every level of the Fun House is infested with rats. Fortunately, though, on every level is one rat-decimating trap. Operating the traps are Krusty's most loyal followers, like Bart and virtual strangers, like Homer.

The challenge for Krusty is to get the rats into the traps. Not only are the pesky fur balls unable to climb anything more than a block high, they also get flung about by high powered blowers, fall into pipes, and drop through holes in the floor.



Nintendo ENTERTAINMENT SYSTEM

So, the only way to ensure a rat-free Fun House is to find items that help the rats over obstacles, through pipes, across holes, and safely to the their total elimination.

Blocks, Super Springs, Blowers, Pipe Sections, and Glass Jars can be used to cover holes, blowers, or pipe entrances and as a step up for rats and Krusty. (See KRUSTY'S KRUSTYLAND FUN HOUSE GUIDE on page 18-21.)

To pick up any Item — move onto the item and press the DOWN CONTROL PAD ARROW.

To drop any ITEM — press the DOWN CONTROL PAD ARROW.



Nintendo ENTERTAINMENT SYSTEM

Note:

- Not all items can be picked-up.
- You can only hold 1 Item at a time.
- All items can be stacked one on top of another or corner to corner to create a staircase.

You can always tell which item you have, because it is shown on the item indicator at the top of the screen.

Once you have gotten the rats to the trap, get back to the door you entered to complete the level.

Note: Before leaving the level you might want to spend some time looking for Magic Blocks that might open secret passages.



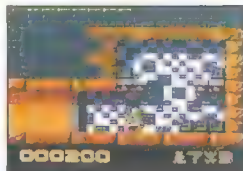


MAGIC BONUS BLOCKS

To help you get the rats to the traps, increase your energy and points, Magic Bonus Blocks are scattered throughout the Fun House.

To obtain the bonus — stand facing the block and kick it by pressing the A BUTTON.

Once kicked, the block will disappear and a bonus will briefly flash on the screen. (See KRUSTY'S KRUSTYLAND FUN HOUSE GUIDE on page 18-21.)



SUPERBALL BONUS

Certain walls that lead to passages, block your path, or block the rats' path are made of Crumbling Blocks. You can remove them by stepping on them, or by hitting them with one or more SuperBalls.

To throw a SuperBall — press the A BUTTON.



Note: You can only throw a SuperBall after you get a SuperBall bonus.

SECRET PASSAGE BONUSES

Some Magic Bonus Blocks, when kicked, explode and don't leave a bonus item. These are Secret Passage Bonuses. *Some where*, either in the level you are currently on or in the section hall, access to a new passage or a door leading to a bonus room will appear. Inside may be more Magic Bonuses or Items vital to getting the rats to the traps.



When you enter a bonus room you must collect all the tokens before the bonus room magic runs out and you are returned to the level. If you don't collect all the tokens you will be teleported back to the portal you came in through. If you collect all the tokens you will get a Krusty Doll, which gives you a bonus life, and on some levels you may also be teleported out to an otherwise inaccessible part of the level.





MAKING A CLOWN OUT OF KRUSTY... ENEMIES

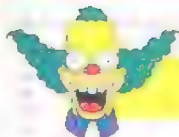
Not only is the Fun House overrun with rats, there's also a whole bunch of weird creatures intent on pushing Krusty's pacemaker to the limit. If they hit him enough, Krusty tires, finally collapses exhausted, and you lose a life and must re-start the level. If you lose all your lives, the game is over.

To deal with these trouble making pests — you begin the game with 10 custard pies.

To throw a pie — press the A BUTTON.

The number of pies you have remaining is shown at the top of the screen.





ENEMIES:

Enemy Point Values:

Section 1	100
Section 2,3	500
Section 4,5	1000



Pink Flying Pigs —
Drift around the air trying to sit on you.



Giant Goofy Birds —
Fly around pecking at you.



Venom Vipers —
Slither along the ground spitting poisonous Venom Balls.



LaserAliens —
Walk around shooting high-powered laser beams.

Note: Krusty's heart doesn't just take a pounding from enemies. Fall more than 2 screens length, and you're pretty much history.



Nintendo ENTERTAINMENT SYSTEM



PASSWORD...

THE FUN KEEPS GOING

Successfully finish a section of the Fun House and you will see a password. Copy it down carefully. It allows you to re-start the game at another time from the end of the last section completed.



To use your password, load the game pak as described in GETTING STARTED on page 4. When you see the KRUSTY'S SUPER

Nintendo ENTERTAINMENT SYSTEM

At the FUN HOUSE title screen, press start to go to the password entry screen.

To enter your password — using the LEFT/RIGHT CONTROL PAD ARROWS choose the letter you wish to change, then push up/down to change each letter. Press start when the password is complete.



TIPS

- └ Use the Blocks, Super Springs, Blowers and other Items to help you jump higher. Often the first Item you find may be there just to help you reach other Items.
- └ Get right next to Items and Magic Bonus Blocks that must be kicked. Pressing the A BUTTON will throw a custard pie or a SuperBall.
- └ The rats can get separated. Make sure you get *all* of them to the trap.
- └ It's a close call, but in athletic prowess even Homer has the edge on Krusty. However, speed is the key on levels where you may have to use the same item more than once to round up the rats.





KRUSTY'S KRUSTYLAND FUN HOUSE GUIDE:

ITEMS:

OBJECT

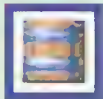
NAME

FUNCTION



BLOCK

Step for rats or Krusty to climb on.



KICKABLE
BLOCK

Moved it by standing next to it and pressing the B BUTTON



SUPER
SPRING

Helps Krusty jump higher.

Note: Not all Super Springs can be picked up. Can only be picked up when you're standing still on it.



Nintendo ENTERTAINMENT SYSTEM

ITEMS:

OBJECT

NAME

FUNCTION



BLOWER

Blows rats in whichever direction it faces. **Note:** Not all blowers can be picked up.



PIPE
CORNER

Joins 2 pipes at right angles to each other



STRAIGHT
PIPE

Fills missing pipe pieces. Extends pipe length



GLASS
JAR

First rat on it falls in allowing you to pick it up and move jar and rat any where. Once 1 rat inside, acts as step for other rats. **To release a rat caught in the jar**—stand next to the jar and press the **A** BUTTON.



Nintendo ENTERTAINMENT SYSTEM

MAGIC BONUS BLOCKS:

OBJECT NAME

FUNCTION

OBJECT NAME

FUNCTION



MAGIC
BLOCK

Contains 1 of
the 7 bonuses
below, OR
opens a secret
passage.



KRUSTY
HOOKER

53 Points



KRUSTY'S
BAG OF
TRICKS

13 Points



KRUSTY
DOLL

Free Life
(Maximum
of 9)



KRUSTY'S
MUG

42 Points



KRUSTY
BURGER

Bonus Health



Nintendo ENTERTAINMENT SYSTEM

MAGIC BONUS BLOCKS:

OBJECT NAME

FUNCTION



KRUSTY
POTATO
CHIPS

Bonus Health



KRUSTY
SHAKE

Bonus Health

OTHER STUFF:



CRUMBLING
BLOCK

Crumbles when
stood on or hit
by a SuperBall



PIES

Gives you 10
pies



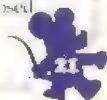
SUPERBALL

Gives you 11
SuperBalls to
knock down
crumbling
block walls



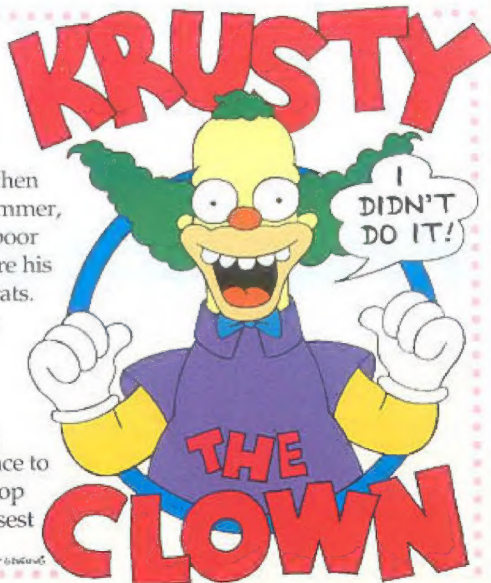
RAT

The fur ball
to be found,
moved, and
disposed
of



CHAOS IN KRUSTYLAND

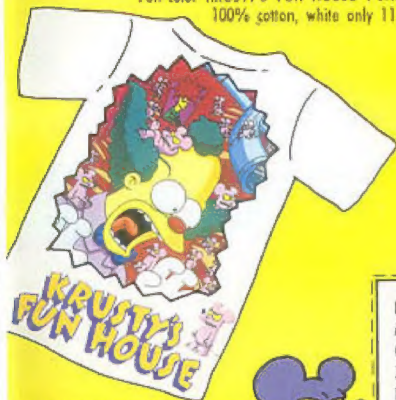
Krusty the Clown is in worse trouble than ever before — except maybe when he was headed for the slammer, or that time he broke his poor father's heart — and you're his only hope. Get rid of the rats. Sling some pies. Find the secret passages. Save Springfield's premier tourist attraction. Or it's goodbye, Krusty. So long Krustyland... and no chance to see a rat turned to goop in the neatest, grossest rat traps ever.



WALT DISNEY

KRUSTIFY YOUR WARDROBE

Full-color KRUSTY'S FUN HOUSE T-SHIRT
100% cotton, white only 11.95



MAIL THESE COUPONS TO:
Associated Marketing
2220 South Huron Drive
Santa Ana, CA 92704
or phone NOW!
(800)558-8996

NATH GREENING



Adult			Child			Price	Quantity	Total
S	M	L	S	M	L			
NO COD*								
							Sub-Total	
							Shipping & Handling \$4.50	
							Residents Add Applicable Sales Tax	
Allow 4-6 weeks for delivery							TOTAL	

Name _____

Address _____

City _____ State _____

Zip _____ Daytime phone _____

Payment enclosed \$ _____ (Check or Money Order)

Charge my _____ Visa _____ Mastercard _____

Account # _____ Exp. Date _____

Authorized Signature _____

Offer expires January 31, 1993

TM & © 1992 Twentieth Century Fox Film Corporation. All Rights Reserved.

Nintendo ENTERTAINMENT SYSTEM

ACCLAIM ENTERTAINMENT, INC. LIMITED WARRANTY

Acclaim Entertainment, Inc. warrants to the original purchaser only of this Acclaim software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Acclaim software program is sold "as is," without express or implied warranty of any kind, and Acclaim is not liable for any losses or damages of any kind resulting from use of this program. Acclaim agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Acclaim software product, postage paid with proof of date of purchase, at its Factory Service Center. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if defect in the Acclaim software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

RETURNS AFTER WARRANTY - To replace defective media after the ninety (90) day warranty period has expired, send the original cartridge to Acclaim at the address below via UPS or registered mail. Enclose a statement of the defect, your name, your return address, and a check or money order for \$20.00. Acclaim Entertainment, Inc., Consumer Service Dept., 71 Audrey Avenue, Oyster Bay, NY 11771

COMPLIANCE WITH FCC REGULATIONS - This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures: • Reorient the receiving antenna • Relocate the Genesis with respect to the receiver • Move the Genesis away from the receiver • Plug the Genesis into a different outlet so that the computer and receiver are on different circuits. If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful. How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No 004-900-00345-4.

Acclaim Hotline (516) 624-9300

Distributed and marketed by Acclaim Entertainment, Inc., 71 Audrey Avenue, Oyster Bay, N.Y. 11771

The Simpsons™ & ©1992 Twentieth Century Fox Film Corporation. All rights reserved. Acclaim® is a trademark of Acclaim Entertainment, Inc. ©1992 Acclaim Entertainment, Inc. All rights reserved. Made in Japan.

Nintendo ENTERTAINMENT SYSTEM



"NOBODY BETTER LAY A FINGER
ON MY BUTTERFINGER!"